

Setup



Play a round



Judging

1 Name your day



2 Separate cards by type



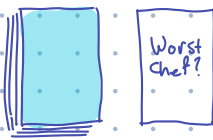
3 Deal players 4 Accessory Cards



4 The youngest player judges first

Everyone draws until they have 4 cards in hand

Reveal Prompt Card



Player who most recently pet a dog goes first

Start Turn

next player

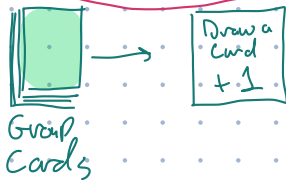
Draw Card



Trade w/ other players

Every player has drawn 1 card

Reveal a Group Card



Player presents their day

Other players can sabotage



all players finish presenting

Judges select winning day

Next round, judge role passed to the left

All players judge once

Player w/ most points wins!